

AUGUST, 1986  
VOL. 6, NO. 7

# M.A.C.E. JOURNAL

*"Devoted Exclusively To The Atari Computer User"*



**Published by the Michigan Atari Computer Enthusiasts**



## FROM THE ACTING PRESIDENT

Tom Sturza

Hello again ... I am very pleased to report that M.A.C.E. appears to be on the road to recovery. We have filled all officer positions except Meeting Coordinator (formerly known as Program Coordinator). We really need to find someone for this job! Anyone interested?

Folks are renewing and joining M.A.C.E. and our financial situation is slowly improving. We published and mailed a June-July Journal, and have revenues from ads coming in.

I am sorry to say that we have not found the missing April and May copies of the Journal. Also, we have neither the finances nor the original copies to reprint and mail these issues. We apologize to those members who did not receive these issues, and hope that you will be understanding of our situation.

A special thanks to those folks who contributed to this issue of the Journal! Your work is greatly appreciated by all M.A.C.E. members.

Please read the M.A.C.E. Constitution found in this Journal. If you have any objections, please write to the P.O. Box or voice your opinions at the August 19th. meeting. If we do not hear from you, we will assume that you are in favor of adopting it.

Finally, we will be holding our officer elections at the September 16, 1986 general meeting. Please consider running for office. We need people who are interested, willing and able to help our Club. If you are planning to, or are even considering "running", please let the current officers know before the September meeting. You can do this by writing to the P.O. Box or leaving a note in the Suggestion Box at the July or August meetings. You can also attend an officer's meeting if you wish.

Well, that's it for this month. Until next month ... Thanks for the help and keep it coming!

## FROM THE ACTING EDITOR

R. C. Sibthorpe

First, let me thank those of you who renewed your memberships at the last meeting and welcome the new members. Our Membership Chairman reports that between both groups, a total of 37 people either renewed or were first time members. Thank you and welcome aboard!!

My Editorial Staff for this month was made up of John Leasia, who retyped and proofread submitted material, Mike Mitchell who aided in the compiling of this Journal, and Tom and Kathy Sturza who pointed this editor in the right direction and compiled most of the material for this month's Journal.

This month we are featuring telecommunications, with two articles about the 1030 EXPRESS! and another about the Atari XM-301 modem. Mike Clayton will help us out from time to time with useful programming tips and this month has an accompanying program to illustrate and clarify his techniques.

I want to direct your attention to the Proposed Constitution in this month's Journal. Read it carefully, as this is a mandate to the officers on how your club is to be run; now and in the future.

Due to the fact that two past Journals did not reach some members, I would appreciate it if those people who did write articles would resubmit their material for publication at a later date. For those of you who did receive their Journals, please forgive the redundancy as I'm sure they were quality articles and worth reading again.

Poll Time!!! How many members are interested in articles concerning service? A "how to" section or a "did you know that you could..." section for the electronics buff to fix minor problems with your equipment? ie. Fabricate those cables required to connect you computer systems together as they were intended to be or to expand your system's memory. I have received an excellent article concerning the XL/XE power supply that I would like to include in a Journal dedicated to servicing the Atari and related equipment. Please let me know, and submit your stuff.

AUGUST, 1986  
VOL. 6, NO. 7

# MACE JOURNAL

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THE COMPUTER MAGAZINE FOR THE PROGRESSIVE ATARI USER

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Ten ways to stay on a BBS



# Atari XM-301 Modem

By Mike Mitchell

The first thing you will notice about this 300 b.p.s. (bytes per second) or baud modem is it's size. It is much smaller than the 1030, about 1/3 the size. It is powered from the I/O cables +5 volts, so you will not have another power supply to tangle up with that mess of wires in back of your computer.

The XM-301 is a direct connect modem, so there is no need for a special interface to connect it to your system. However, this modem will have to be the last device in your daisy chain, because it has only one I/O connector. Note: This modem will NOT work with the 1200XL computer. You will have to contact Atari Customer Service or your local Atari Service Center and have your 1200XL modified for XM-301 compatibility.

The XM-301 has only one modular phone jack, where many modems have two, to allow you to connect an extension phone to the modem for monitoring the line. This causes no problems, in that the XM-301 lets you hear everything through your monitor or television speaker. Once you connect to another computer, the sound is shut off and the LED connect light on top of the modem will come on.

Some of the special features of the XM-301 are Auto Dial (tone or pulse) and Auto Answer (just like the big boys). The T: Handler is identical to that of the popular Atari 1030 modem, except for the Auto Answer feature. I tested this modem with a variety of 1030 Amodem software packages and found that it performs well under all conditions. The program that I liked the best, with the XM-301, was the 1030 Express!, Version 2.1, by Keith Ledbetter. With this public domain program and the XM-301 modem, you have, in my opinion, the most powerful, low cost telecommunications tool, ever, for the Atari 8-bit system.

If you are interested in running a Bulletin Board System (BBS), the XM-301 works great with the new AMIS (Atari Message and Information System) program AMISXM10.BBS. It is available from CompuServe's SIGATARI and Antic Magazine's Public Domain Catalog. This BBS program will work on the XM-301, using the built in Auto Answer and on the 1030, with a ring detector.

The XM-301 comes with a manual that is a complete guide to connecting the modem and using the XE-Term software package. Also, for those of you who want to know more about the handler, there is a file on the disk called HANDLER.DOC, that contains the complete technical specifications of the XM-301 modem T: Handler.

With a retail priced of only \$49.95, the new Atari XM-301 modem is a complete and powerful tool for telecommunications. The XE-Term software package, that comes with it, uses the universal XMODEM file transfer protocol, making uploading and downloading of public domain programs easy.

Special thanks to Henry Welch, owner of Basic Bits 'N' Bytes, 34815 Ford Road in Westland, MI., (313)-595-3171, for the use of the XM-301 modem (for the development of the AMISXM10.BBS program and this review).

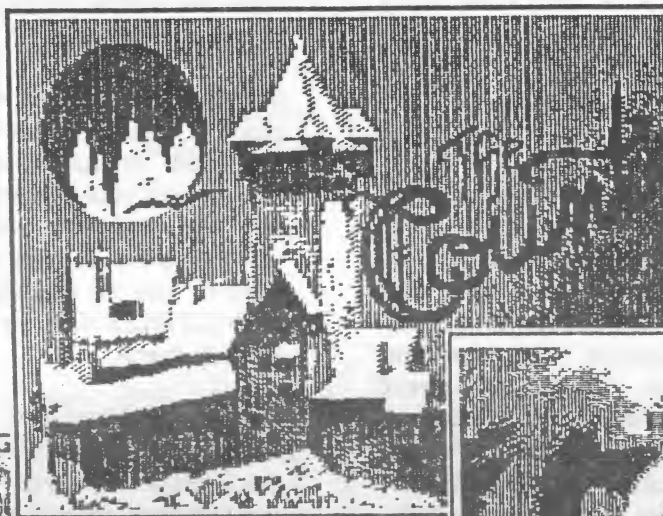
## BBS TEN COMMANDMENTS Version 1.1

1. Thou shalt not overstay thy welcome.
2. Thou shalt not use offensive language.
3. Thou shalt not use this BBS system to engage in or encourage acts of commercial software piracy.
4. Thou shalt not use this system to advertise products not related to personal computing.
5. Thou shalt not have more than one ad online at a time.
6. Thou shalt not use this system to advertise thy business, except by arrangement with the SYSOP.
7. Thou shalt not log on using silly names, lest the SYSOP rise up and smite thee.
8. Thou shalt not clutter up the system with trivial messages which are not computer related.
9. If thou art a new user, thou shalt make every effort to find out how the system works through its built in HELP functions before bothering thy beloved SYSOP.
10. Thou shalt contribute software as well as take it.

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1030 EXPRESS! MAIN MENU

Reviewed by D.F. Neff

The Main Menu display of 1030 EXPRESS! is one of the features which makes this program so easy to use. However, to a new user, this same menu with all those options, can be an intimidating barrier. How does one select the correct option from a list of terms he/she has never seen before?

Sure, you could suggest reading the program .DOC's but many people didn't receive any .DOC files on their 1030 EXPRESS! disk. (If you bought your disk from the MACE library, you have the 1030 EXPRESS! .DOC file on it.) Besides, I think one of the 10 Commandments for computer enthusiasts reads "Thou shalt not read instruction booklets or documentation". Most of the computer enthusiasts I know are following that commandment faithfully. I think that's because we want to do things with our computers, not read about them.

To accommodate that trait, this article will discuss only the most important menu options you'll need to get started with your modem. In addition, when we are done, the 1030 EXPRESS! disk will contain a record of your selections, so that you'll never have to go through this again.

If you have placed a write-protect tab on your 1030 EXPRESS! disk, remove it. Turn on your modem, remove Basic (or hold down <Option> on an XL/XE) and then re-boot the 1030 EXPRESS! disk. When the Main Menu appears on your screen, look at option "A". This is the Mode option. Press your "A" key a few times and you'll see the mode indication toggle between ASCII and ATASCII (ATARI ASCII). Set the mode indication to ATASCII when you are done.

Next, look at option "B". This is the parity indication and it should read "none". Press your "B" key to set the parity to "none", if it's not already there.

Option "N" sets the modem dial mode. Most phone systems accept both pulse and tone dialing (if you have Touch Tone Service). If you have Rotary service, then set the dial mode to Pulse. Now set option "O" for "full" duplex to provide for two way communication.

Option "P" tells the modem how long it should wait for an answer before it hangs up. I've found that the BBS's in this area answer in 8 to 12 seconds. Set option "P" to 15 (for 15 seconds).

Now hold down your <SELECT> key until the menu stops scrolling on your screen. Press <SHIFT>-% to set the default drive number. This will be the drive which your modem will read and write on. If you have only one drive, then this must be set for #1. Press the number key (1-8) for the drive you want to use for loading/saving files. Place your 1030 EXPRESS! disk in that drive now, if it's not already there.

Now for the fun part - selecting your favorite screen colors. By using the <CONTROL> key with the ARROW keys, you can change the background and lettering colors on the screen. Spend a few minutes now to select a combination which you enjoy.

When you have set the options to the values I described above and the screen colors are to your liking, press <SHIFT>-F. All of the options you have just set will be recorded on your 1030 EXPRESS! disk, as a file called CONFIG.EXP. Each time you boot this disk, these options will be set for you and the screen will become the color you just selected.

Now it's your turn. Reboot 1030 EXPRESS! in your #1 drive and try it. Good luck!

[illegible]

**A MACE MEMBER REPORTS:** The cheapest and most plentiful supply of OKIMATE 10 printer ribbons seems to be Children's Palace. They sell Black or Color ribbons for \$4.49 each. They also stock the special smooth faced paper for thermal transfer printers at \$4.99 for 250 sheets. This paper makes a noticeable improvement in the letter print quality of the OKIMATE printers.

The OKIMATE 10 printer can be used with ATRIWRITER+ by selecting option "B", ATARI 1025, from the printer set-up menu. The ATARI 1025 and the OKIMATE 10 share many print commands in common.





## COMMAND CORNER

By Michael L. Clayton

First, allow me to state my feelings about ATARI computers. ATARI 8-bit computers represent the best system in use for teaching and learning programming. I've determined that A.T.A.R.I. actually stands for Advanced Teaching And Research Instrument. Nowhere else can you acquire such computing power so affordably and so effortlessly. The operating system (OS) is years ahead of all comparable systems. There is an abundance of programming languages for project development, including some available for no other system. But first and foremost, the basic system hardware configuration is the most functional of any 8-bit computer system that has ever been sold.

There is little to no waste in the ATARI!!! Even the 4K of RAM region that was left unused in the earlier 400/800 systems was reserved for future developments. Thank God for that! Now we can have RAMdisks and 256K plus systems with bank switching, user configurable hardware monitors, and other goodies, all within a system that is compatible with all other ATARI 8-bit systems. Talk about standardization, the other computer manufacturers could take a lesson from ATARI systems people.

I'll tell you that no other unexpanded personal computer (PC) system can even approach the hardware capability of the unexpanded ATARI 130XE. (O.K., you ST and AMIGA devotees, I'll grant that your machines approach the 130XE). I probably don't have to tell you about the ATARI advantages if an ATARI was not your first computer system. Most unenhanced PC's won't even let you draw a single line on its video display without spending lots of EXTRA dollars in hardware and systems software, then more has to be spent if you want color lines.

How about the other built-ins? The ATARI system comes standard with joystick interfaces, light pen interface, separate user programmable dedicated 8-bit parallel I/O ports (a.k.a. controller ports), serial communications port, track ball/mouse interface, ROM cartridge port, complex color video circuitry, 4 independent sound generators, stereo cassette capabilities, a solid implementation of the BASIC programming language, a superior OS in ROM, plenty of RAM, player/missile (sprite) graphics, A->D

converters, and much more. A particular note of interest is the ability of the hardware to simultaneously display 256 different colors, and fine scrolling of text.

Get a demo of a game program translated for the ATARI and other 8-bit computers. You might notice that the ATARI version will usually run quicker and look slicker. This is due to superior hardware and a superior easier to use OS. In fact this OS is so clean and powerful, it would be appropriate to say that the ATARI system is pre-programmed. I can't easily explain that claim, but check out what it takes to draw a graphics line on the screen using other computers.

Today, all information on the ATARI 8-bit machines, hardware and OS, is readily available in easy to comprehend form. There is a large generally well informed user base, and support can be found in user groups like M.A.C.E. This makes for a less difficult experience in learning to program using the ATARI system.

As far as software availability is concerned, the selection is varied and wide, with versions of most popular 8-bit software readily available. There appears to be a movement by some retailers and software publishers to drop support for the 8-bit ATARI computer line because of slow sales of software. As a software publisher, I can only hope that the ATARI user community can help to solve that problem.

My enthusiasm for the system has not diminished in the 5 years that I've been a proud owner of an ATARI 800. Although in 1985 it lost the title of "Best Personal Computer System" to the new 68000 cpu color machines, I still consider the 400/800/1200XL/600XL/800XL/130XE/65XE machines to be the "3rd BEST Personal Computer System", worthy of continuing attention.

Having said all the above, let me get to the point. The ATARI 8-bit system has a lot of potential left to be realized. Many of you who are going to exploit that potential and create new realities have yet to start, or you may have become discouraged because of difficulties in implementing one or more aspects of the total project, or you stopped work on the project because your results were unacceptably slow. I



hope to help you in some way by providing some alternate ways to accomplish your programming.

ATARI BASIC is the de facto standard high level programming language on the 8-bit ATARI systems. In my opinion this is a good thing, since it is also very powerful. Still, in only 8K it can not have all of the features of a more extensive BASIC, such as Microsoft's. This is where I hope to make a difference.

I plan to present additional functions to be used in your BASIC language programs. They will be usable in all BASIC programs without any modification and will require no special memory setups. They are small and fast. They are designed to supplement BASIC, therefore they will incorporate new features not possible using BASIC or be routines that are too slow and memory inefficient coded in BASIC. For the most part they will be small machine language routines.

So, let's get started.

#### COMMAND DEFINITION #1: RAMCOPY

-- Copies memory starting at SOR into the memory starting at DES for CNT bytes.

X=USR(RAMCOPY,SOR,DES,CNT)

Example: Create a Graphics 0 text screen and save it into a string (buffer). Then clear the screen, draw a random text screen, save it, then copy the saved screens back from the strings, to the screen as quickly as possible.

### PROGRAM LISTING

```
10 REM DEMO PROGRAM FOR RAMCOPY      COM
MAND CORNER/M.A.C.E. Journal (8-86)  wr
itten by M.L.CLAYTON
20 DIM COPY$(57),BUFF1$(960),BUFF2$(960)
30 REM COPY$ WILL HOLD THE MACHINE LANGUA
GE COPY SUBROUTINE. BUF1$ & BUF2$ WILL H
OLD THE COPIES OF SCREEN RAM.
40 REM SEE LINE 900 TO CREATE THIS LINE
50 REM THIS DEFINES THE RAMCOPY M.L. SUBR
OUTINE SEE LINES 900-1800 TO BUILD THIS S
TRING
60 GRAPHICS 0
70 REM THIS SETS FULL SCREEN TEXT MODE
80 POKE 710,0:POKE 752,1
```

```
90 REM THIS SETS THE SCREEN TO BLACK AND
ELIMINATES THE TYPING CURSOR
100 FOR I=0 TO 22:?"THIS IS A TEST OF TH
E RAMCOPY PROGRAM.":NEXT I
110 REM FILLS SCREEN WITH TEXT
120 X=USR(ADR(COPY$),PEEK(88)+PEEK(89)*25
6,ADR(BUFF1$),960)
130 REM COPY SCREEN RAM TO BUFFER1. THE S
TART OF SCREEN RAM IS PEEK(88)+PEEK(89)*2
56. GR.0 DISPLAYS ARE 960 BYTES.
140 PRINT CHR$(125)
150 REM CLEARS SCREEN
160 PLOT INT(RND(0)*39),INT(RND(0)*23):FO
R I=1 TO 25:COLOR I:DRAWTO INT(RND(0)*39)
,INT(RND(0)*23):NEXT I
170 REM PUT UP NEW GARBAGE ON SCREEN
180 X=USR(ADR(COPY$),PEEK(88)+PEEK(89)*25
6,ADR(BUFF2$),960)
190 REM SAVE GARBAGE INTO BUFFER2
200 X=USR(ADR(COPY$),ADR(BUFF1$),PEEK(88)
+PEEK(89)*256,960)
210 REM COPY FIRST SCREEN FROM BUFF1$ TO
SCREEN
220 X=USR(ADR(COPY$),ADR(BUFF2$),PEEK(88)
+PEEK(89)*256,960)
230 REM UPDATE SCREEN WITH SECOND BUFFER
CONTENTS
240 GOTO 200:REM CONTINUOUS RELOOP
250 END :REM UNNECESSARY IN THIS CASE, BUT
A GOOD PRACTICE IS TO MARK THE END OF A
PROGRAM.
300 REM
400 REM
700 REM
800 REM
900 REM THE FOLLOWING SECTION CREATES LIN
E 40. IT IS NOT NEEDED IF YOU ALREADY HAV
E LINE 40 ENTERED.
1000 REM AFTER TYPING LINES 1100-1800, TY
PE GOTO 1100 THEN PRESS ENTER TWICE
TO MAKE LINE 40.
1100 RESTORE 1300:?"CHR$(125):? :? :? :?
"40 COPY$=";CHR$(34);:FOR I=1 TO 57:READ
X:?"CHR$(X);:NEXT I
1200 ? :?"CHR$(28);CHR$(28);CHR$(28);CHR$(
28);CHR$(28):END
1300 DATA 104,104,133,204,104,133,203,104
,133,206
1400 DATA 104,133,205,104,133,209,104,133
,208,165
1500 DATA 209,240,19,160,0,177,203,145,20
5,200
1600 DATA 208,249,230,204,230,206,198,209
,240,2
1700 DATA 208,239,165,208,208,1,96,177,20
3,145
1800 DATA 205,200,196,208,208,247,96
```

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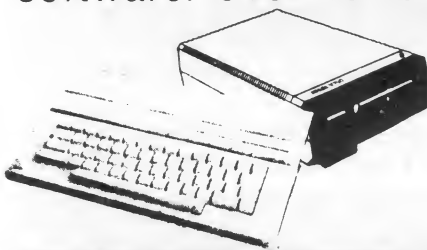
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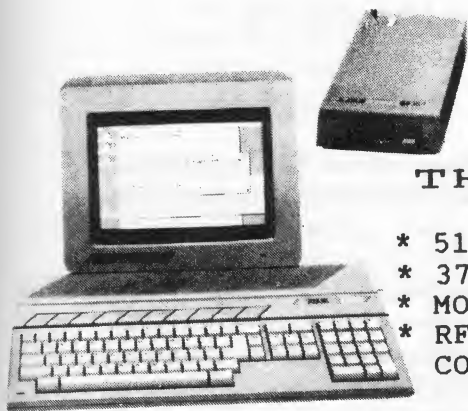
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### FREE RENTAL CLUB MEMBERSHIP

Save hundreds of dollars on software purchases that turn out to be something other than what you thought. It allows you to try out programs (word processors, data bases, games, etc.) and to find the one that will work for you. Also, rental fees are deducted from the purchase price. To join the club would otherwise cost \$75 plus a \$5 yearly renewal fee.

### FREE BULLETIN BOARD

Our store has an ST system running a 300/1200 baud bulletin board. We have many, many programs up for download. There's also sigs for other computers too! Such as IBM, 8 bit ATARI, APPLE, COMMODORE, and when you purchase an ST from us then there's a special sig just for you.

### FREE CUSTOMER SUPPORT

From a store with over four years experience selling Atari computers. We have 4 qualified sales personnel to help you, all of which own ST systems, including our service technician. They also have college educations in computers with a myraid of languages and applications. This support is available to those that purchase their ST's from Basic Bits 'n' Bytes. Our support policy guarantees it.



# MICHIGAN ATARI COMPUTER ENTHUSIASTS PROPOSED CONSTITUTION

Adopted September 15, 1981. Amended on May 17, 1984 and July 16, 1985. With proposed changes to become effective on September 1, 1986. \* Please see NOTE: at the end of the next page.

## \*\* PURPOSE OF ORGANIZATION \*\*

It shall be the purpose of the Michigan Atari Computer Enthusiasts (hereafter called MACE, or the Club) to promote an interexchange of ideas and information concerning ATARI personal computers.

### A. MEMBERSHIP AND DUES

There shall be no requirements for membership in MACE other than an active interest in ATARI computers.

The Club, by a (simple) majority vote of those members present at a general membership meeting, may levy upon the entire membership such dues or assessments as shall be deemed necessary for the conduct of the Club's business. Every member must pay these assessments when due, in order to retain all of the rights and privileges of membership in MACE.

Since MACE membership includes all immediate family members, all references to voting in this Constitution allow for ONE vote per membership.

### B. ORGANIZATION AND PROCEDURES

Section 1: The Executive Board (E.B.) shall be the chief administrative body of MACE.

#### A. Voting E.B. members shall be:

1. President
2. Vice President
3. Corresponding Secretary
4. Recording Secretary
5. Treasurer
6. Journal Editor
7. Meeting Coordinator
8. Disk Librarian
9. Membership Chairman

#### B. Members ex-officio shall be:

1. The chairperson of any committee
2. Members of the previous year's Board

C. Each voting member of the E.B. shall have one vote. The E.B. shall determine its own rules and procedures.

Section 2: The E.B. shall organize, plan and administer Club activities. The E.B. shall carry out the business of the Club between monthly general membership meetings. Decisions made by the E.B. can be over-ruled by a (simple) majority vote, of those members present at a general membership meeting.

Section 3: The President and/or Treasurer may authorize expenditures of Club money up to \$100 per month. The E.B. as a whole, may authorize individual expenditures of up to \$500 per month. Any expenditures of Club funds above \$500 in any month, must be authorized by a majority vote of the membership attending a monthly general meeting. Exceptions to the above rule are the costs of printing and mailing the Journal and the paying of the rental for the general meeting hall.

Section 4: The Club, by a (simple) majority vote of those members present at any general membership meeting, may establish provisional or standing committees to expedite the management of Club activities. Each committee shall determine its own rules of procedure and membership, govern its own affairs and activities, and elect a chairperson and other officials as deemed necessary.

Section 5: All proceedings, not covered in this constitution or bylaws, shall be governed by the latest edition of Roberts Rules of Order. The Executive Board shall determine all questions of constitutionality arising within the Club, and interpret all unclear clauses of this constitution, bylaws, and all Club resolutions.

Section 6: Announcement of a required vote or an election shall be printed in the Journal at least one month prior to the general meeting.

### C. ELECTION OF OFFICERS

Section 1: The elected officers of MACE shall be:

1. President
2. Vice-President
3. Corresponding Secretary
4. Recording Secretary
5. Treasurer

6. Journal Editor
7. Meeting Coordinator
8. Disk Librarian
9. Membership Chairman

Section 2: Officers shall be elected for a term of one year, by a ballot of those members present at the September general membership meeting. For purposes of these elections, a quorum will be those members present, with paid memberships.

Section 3: Nominations shall be open to all MACE members. In all elections, winners shall be determined by simple majority. If there is no winner on the first ballot, the name of the candidate with the least number of votes shall be withdrawn, and a second ballot is taken. This process shall be repeated until one candidate achieves a simple majority of the vote.

Vacancies occurring between elections shall be filled by special election, to be held at the first meeting following the creation of the vacancy (where there is a candidate for the vacant position).

#### D. DUTIES OF OFFICERS

The President shall preside at all general membership meetings, and conduct them according to the rules adopted. The President shall enforce observance of the Constitution and Bylaws, and perform the customary duties of the office, as stated in the latest edition of Roberts Rules of Order.

The Vice-President shall assume the duties of the President, in the absence of the latter, and shall be an ex-officio member of all committees and coordinate inter-committee activities. In addition, the Vice-President shall function as Advertising Manager of the Journal.

The Corresponding Secretary shall be responsible for conducting Club business via the mails. He/She shall carry on all Club correspondence, and be responsible for the preparation of documents on the Club's behalf. He/She shall function as chief communications officer, and shall be responsible for picking up and distributing the mail from the Club P.O. Box.

The Recording Secretary shall keep a record of the proceedings of the Club. His/Her minutes shall be submitted to the membership for approval at each succeeding general meeting.

The Treasurer shall carry out the Club's financial

duties, and keep an accurate account of each transaction, and of the Club's current financial status, as well as, assist in the process of corporate financial reporting.

The Journal Editor shall be responsible for the production of the monthly newsletter, and any other Club publication. (The Vice-President shall act as Advertising Manager for the Journal.)

The Meeting Coordinator shall be responsible for seeing that a suitable meeting place is available for the general membership meetings, for planning and organizing the programs for these meetings, and for seeing that sufficient tables and chairs are available each month.

The Disk Librarian shall be responsible for maintaining the Public Domain disk library and related documentation, as well as, copying and distributing library disks. He/She shall sell these disks to MACE members ONLY.

The Membership Chairman shall be responsible for keeping accurate records of who the Club's members are, when their memberships expire and other member data. He/She shall also print the mailing labels for each month's general membership meeting.

#### E. AMENDMENT OF CONSTITUTION

This constitution may be amended by a vote of 2/3 of the members present at a general membership meeting.

#### F. UNMENTIONED POWERS

All powers, privileges, rights and duties not otherwise delegated by this constitution, shall be reserved for the general membership of this Club.

---

\* NOTE: It will be assumed by the Executive Board of MACE, that this proposed Constitution has been approved by the membership unless objections are presented prior to or at the August, 1986 general membership meeting. Should there be no objections, this proposed Constitution will replace all previous versions of the MACE Constitution on September 1, 1986. Elections of MACE officers will be held in September, 1986, under the rules of this Constitution.

## 1030 EXPRESS! DIAL MENU

Reviewed by D.F. Neff

The Dial Menu of 1030 EXPRESS! is my favorite feature! No more looking up BBS phone numbers on the odd bits of paper scattered all over my desk. No more one-finger typing of my name, city, and passwords. Just the pure pleasure of ATARI computing, while the 1030 modem does all the menial stuff. This article will help you set up your Dial Menu, so that you too may enjoy all the benefits of this powerful feature.

Turn on your 1030 modem, boot 1030 EXPRESS! and get the Main Menu on screen. Now press your "D" key and the Dial Menu display will replace the Main Menu on your screen. This is the phone menu, which will contain the BBS names, phone numbers and other appropriate information. Normally, all that you will see displayed here is the list of BBS names.

At this point your Dial Menu display probably consists of two empty boxes in the upper half of your screen, with the Dial Menu options listed in the lower half. We want to begin placing data in the menu, so press your "A" key to select the option "Add An Entry".

A new display now appears in the upper half of your screen. This display lists the desired information we will be adding for each BBS.

Type in the name MACE WEST and press <RETURN>. Notice that as you type in the name, it appears at the bottom of the screen. When you press <RETURN>, the name is transferred to the upper part of the display and the highlight band moves down to the next line. You are now being asked for the telephone number. So type in 582-0657 (you can include the hyphen, if you wish) and press <RETURN>.

The highlighter has now moved to a title called MACRO 1. Type in your name and press <RETURN>. For MACRO 2, type in your city, state and then press <RETURN>. Press <RETURN> again to skip over MACRO 3. (If you later receive a password for a BBS, you can add it as MACRO 3).

When the highlighter is on CONNECT TIME, type in 15 (for wait 15 seconds before redialing) and press <RETURN>. The MODE should be set to ATASCII by pressing your "I" key.

That's it, you've just set up your Dial Menu for the MACE WEST BBS. If you have a list of BBS phone numbers, you can add them now by following the same steps we used for adding MACE WEST. (You can obtain my list of BBS numbers from MACE EAST or WEST by downloading the file "BBSPHONZ".)

Before you use your new Dial Menu, you should save it to your 1030 EXPRESS! disk. Press your "S" key to select "Save This List" from the Dial Menu. The prompt at the bottom of your screen shows the default drive number (Dn:) and asks you for the filename you want to use. Place your 1030 EXPRESS! disk in the drive indicated as "n", type in PHONE.LST and press <RETURN>. The Dial Menu data will be saved on your disk, to be loaded back into memory every time you boot this disk. No more typing in the phone numbers for each call! Keep in mind that every time you make an addition or change to the Dial Menu, you must resave the new data as PHONE.LST. If you fail to resave it, the change will not be permanent and you'll have to retype it again.

Now, let's try the new Dial Menu you've created. Turn off your computer and reboot the 1030 EXPRESS! disk in your #1 drive. When the Main Menu appears on your screen, press your "D" key to get to the Dial Menu. The BBS names you added will all be listed in the upper half of your Dial Menu, with the first BBS name highlighted.

Use your ARROW keys to move the highlighter to the name of the BBS you wish to call. Press <RETURN> and your modem will dial the phone number of the BBS which is highlighted. If the BBS is busy when your computer dials, the program will hang up after 15 seconds and try again.

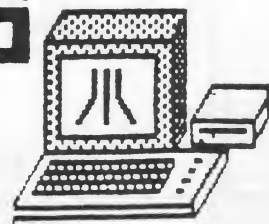
When you do connect with the BBS, the BBS program will ask you for your name. Press SHIFT-CONTROL-1 (all three keys at once) and 1030 EXPRESS! will type your name for you! When you are asked for your city and state, press SHIFT-CONTROL-2, and your city, state will be printed for you.

Well, that's all there is to using the 1030 Express! Dialing Menu. I'll bet you haven't felt this good about your computer since you moved 1 2 from cassette tapes to disks. Enjoy!



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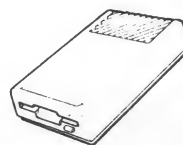
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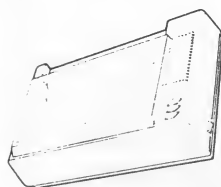
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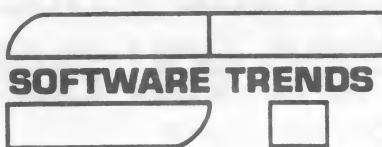


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# METROPOLITAN DETROIT AREA ATARI BBSystems

The following is a listing of ATARI BBSystems that we have accessed and verified to be working as of 7/1/86. A BBS had to be up 24 hours/day, 7 days/week to be included in this list.

\*\*\*\*\*

A.I.R. PORT	(3)	641-8688	*3/12
A.R.C.A.D.E.	(3)	978-8087	*3/12
ATARI ADVOCATE			
/ DOGHOUSE	(3)	398-3078	*3/12
ATARI CASTLE	(3)	278-3901	*3/12
ATARI ETHERNET	(3)	531-1701	*3/12
ATARI TOOLBOX	(3)	792-8357	*3/12
BAUDVILLE	(3)	525-5172	*3/12
BAUDWAY	(3)	399-1775	*3
BUNKY'S BOARD	(3)	546-3689	*3/12

CASTLE WOLFEN.	(3)	757-0065	*3
COUNTRY PEDDLER	(3)	449-8544	*3/12
CRAZY HOUSE	(3)	278-1727	*3/12
DARTBOARD	(3)	287-4824	*3
DEVIL GUARD	(3)	885-5957	*3/12
FREEDOM BOARD	(3)	771-4126	*3/12
HOME BOARD	(3)	585-2168	*3
IMPERIAL	(3)	687-6045	*3
M.A.C.E. EAST	(3)	585-2165	*3/12
M.A.C.E. WEST	(3)	582-0657	*3/12
M.A.G.I.C.	(3)	978-1685	*3
MASH 4077	(3)	469-0632	*3
ROBOT FACTORY	(3)	563-6177	*3/12
ROBOT FACT. II	(3)	277-5405	*3
SUPERBOARD ST	(3)	543-8349	*3/12
TONY'S CORNER	(3)	754-1131	*3/12
V.O.I.C.E.	(3)	532-8410	*3/12
W.A.U.G.	(3)	662-3689	*3

(3) = 313      \*3 = 300 BAUD  
\*3/12 = 300 & 1200 BAUD

# CASSETTE LABELER

By

Danny M. Adkison  
Oklahoma State University  
Stillwater, Oklahoma

If you use a cassette recorder with your computer or have a cassette tape deck for your Hi-Fi system, you have probably at one time or another made a label for tapes you recorded. Most commercial tapes come with a label, but even some of these (particularly the new popular "books on tape") do not.

In the past I dreaded making these labels for my recordings or computer programs because of the time involved in sizing the label and neatly printing the titles on it. The result was often no label at all or one with only the artist's name on it, which I usually regretted later when I wanted to know specifically what was there.

CASSETTE LABELER takes the drudgery out of making these labels because it makes them for you. All you have to do is type in the information you want printed on the label. While executing, the program prompts you for various information and prints a template that merely has to be clipped, folded, and placed in the plastic cassette box.

The program was written for the Star SG-10 printer, but can be easily modified for any other printer by changing the control codes in lines 40 (for condensed print) and 450-460 (for turning underlining on and off). I tried to keep the typist in mind when writing the program so there are no inverse keys or special characters (see note below for help on typing in the program).

It would be best to use a heavier bond paper for your label, but any will do. Each side has room for six titles (up to 64 characters in length). If you have more than six titles per side, the program will tell you how many to put on each line (use a slash, space or whatever you want to separate titles on the same line).

I hope with CASSETTE LABELER you will have fewer "mystery tapes" and spend less time fast forwarding through a tape to find out what is on it.

Hints for typing in CASSETTE LABELER: Here are some tips for typing in some of the more difficult lines.

LINE 90 - The long string of characters enclosed in quotations in this line consists of a vertical bar (created by holding down the "shift key" and then pressing the "equals key"), followed by 68 hyphens, and then another vertical bar ("shift/equals sign" keys).

LINE 100 - There are 37 "space bar" entries between the first quotation mark and the vertical bar.

LINE 220 - There are 68 "space bar" entries between the vertical bars.

LINE 240 - Follow instructions for Line 100.

LINE 340 - Follow instructions for Line 220.

LINE 350 - Between the quotes, type a vertical bar ("shift/equals sign" keys), then 68 underlines ("shift/hyphen" keys) and then another vertical bar ("shift/equals sign" keys).

LINE 410 - Follow instructions for Line 220.

LINE 460 - Follow instructions for Line 220.

LINE 470 - Follow instructions for Line 220.

LINE 480 - Follow instructions for Line 90.

## PROGRAM LISTING

```
1 REM CASSETTE LABELER
2 REM BY DANNY M. ADKISON
3 REM POLSC DEPT./OKLA. STATE UNIV.
4 REM STILLWATER, OK 74078
10 DIM TITLE$(64),DOLBY1$(9),DOLBY2$(9),BIAS
$(11),LEFT$(65),EDGE$(58)
20 LEFT$(1)=" ":LEFT$(65)=LEFT$:LEFT$(2)=LEF
T$
30 VERT1=0:VERT2=0:SIDE1=0:SIDE2=0:MIN=0:MAX
=0:Z=0:Q=0:TRAP 930
40 LPRINT CHR$(27);CHR$(15):REM CONTROL CODE
S FOR CONDENSED PRINT ON STAR SG-10
50 GOSUB 800:REM INSTRUCTIONS
60 GOSUB 660:REM DOLBY AND BIAS
70 GOSUB 500:REM NO. OF TITLES
80 REM BEGIN PRINTING
90 LPRINT "!"-----
-----;"
100 LPRINT "!" SIDE 1: ";DOLBY1$;" - ";BIAS$
;"
110 PRINT CHR$(125):PRINT "NOTE: TITLE ENTR
IES MAY BE UP TO 64 CHARACTERS LONG"
120 PRINT "(That comes to about 1 and 1/2 li
nes of text on the screen.):PRINT
130 IF SIDE1=0 THEN GOTO 210
140 IF SIDE1>6 THEN GOSUB 550
150 FOR X=1 TO SIDE1:PRINT "What is title ";
X;" on SIDE 1"
160 INPUT TITLE$
```



```

170 LEFT=LEN(TITLE$)
180 LPRINT "I ";TITLE$;LEFT$(LEFT);"I"
190 NEXT X
200 IF SIDE1=6 THEN GOTO 240
210 IF SIDE1<6 THEN VERT1=6-SIDE1
220 FOR X=1 TO VERT1:LPRINT "I
      I":NEXT X
230 PRINT :PRINT
240 LPRINT "I SIDE 2: ";DOLBY2$;" - ";BIAS$
      ;"
250 IF SIDE2=0 THEN GOTO 330
260 IF SIDE2>6 THEN GOSUB 590
270 FOR X=1 TO SIDE2:PRINT "What is title ";
X;" on SIDE 2"
280 INPUT TITLE$
290 LEFT=LEN(TITLE$)
300 LPRINT "I ";TITLE$;LEFT$(LEFT);"I"
310 NEXT X
320 IF SIDE2=6 THEN GOTO 350
330 IF SIDE2<6 THEN VERT2=6-SIDE2
340 FOR X=1 TO VERT2:LPRINT "I
      I":NEXT X
350 LPRINT "I-----
      -----I"
360 PRINT :PRINT
370 PRINT "What is the title for SIDE 1"
380 INPUT EDGE$
390 LEFT=LEN(EDGE$)+8
400 LPRINT "I SIDE 1: ";EDGE$;LEFT$(LEFT);"
      I"
410 LPRINT "I
      I"
420 PRINT "What is the title for SIDE 2"
430 INPUT EDGE$
440 LEFT=LEN(EDGE$)+8
450 LPRINT CHR$(27);CHR$(45);CHR$(1);"I SID
E 2: ";EDGE$;LEFT$(LEFT);"I"
460 LPRINT CHR$(27);CHR$(45);CHR$(0);"I
      I"
470 FOR X=1 TO 4:LPRINT "I
      I":NEXT X
480 LPRINT "I-----
      -----I"
490 GOTO 630
500 PRINT CHR$(125):PRINT "How many titles o
n SIDE 1";
510 INPUT SIDE1
520 PRINT "How many titles on SIDE 2";
530 INPUT SIDE2
540 RETURN
550 MIN=INT(SIDE1/6):MAX=MIN*6:Q=SIDE1-MAX:Z
=MIN+1
560 IF Q=0 THEN PRINT "PUT ";MIN;" ON EACH L
INE.":GOTO 580

```

```

570 PRINT "PUT ";Z;" ON ";Q;" LINES AND ";MI
N;" ON THE REST."
580 SIDE1=6:RETURN
590 MIN=INT(SIDE2/6):MAX=MIN*6:Q=SIDE2-MAX:Z
=MIN+1
600 IF Q=0 THEN PRINT "PUT ";MIN;" ON EACH L
INE":GOTO 620
610 PRINT "PUT ";Z;" ON ";Q;" LINES AND ";MI
N;" ON THE REST."
620 SIDE2=6:RETURN
630 PRINT CHR$(125):PRINT "ANOTHER LABEL? 1=
YES/2=NO"
640 INPUT OTHER:IF OTHER=1 THEN GOTO 10
650 END
660 PRINT CHR$(125):PRINT "WAS DOLBY ON FOR
SIDE 1? 1=YES/2=NO":INPUT DOLBY
670 IF DOLBY=1 THEN DOLBY1$="DOLBY ON "
680 IF DOLBY=2 THEN DOLBY1$="DOLBY OFF"
690 IF DOLBY>2 THEN GOTO 660
700 PRINT "WAS DOLBY ON FOR SIDE 2? 1=YES/2
=NO":INPUT DOLBY
710 IF DOLBY=1 THEN DOLBY2$="DOLBY ON "
720 IF DOLBY=2 THEN DOLBY2$="DOLBY OFF"
730 IF DOLBY>2 THEN GOTO 700
740 PRINT CHR$(125):PRINT "WHAT IS TAPE BIAS
?":PRINT "1=LOW/2=HIGH/3=CHROME":INPUT BIAS
750 IF BIAS=1 THEN BIAS$="LOW BIAS "
760 IF BIAS=2 THEN BIAS$="HIGH BIAS"
770 IF BIAS=3 THEN BIAS$="CHROME "
780 IF BIAS>3 THEN GOTO 740
790 RETURN
800 PRINT CHR$(125):POSITION 10,0:PRINT "CAS
SETTE LABELER"
810 PRINT :PRINT
820 PRINT :PRINT "This program will print ou
t a label for your music, spoken word, or"
830 PRINT "computer cassette tape."
840 PRINT :PRINT "The instructions should pr
ovide you with all you need to use this pr
ogram."
850 PRINT "Here are a few hints before start
ing:"
860 PRINT :PRINT " 1)If you want to use a
heavier paper (which is advised) pu
t it"
870 PRINT " in the printer now."
880 PRINT " 2)You can make 12 entries (eac
h 64 characters in length).";
890 PRINT " If you have more than 12
entries, try putting several on
one line."
900 PRINT :PRINT "IF YOU ARE READY ENTER '1'
"
910 INPUT GO:IF GO=1 THEN RETURN
920 GOTO 900
930 P=PEEK(195):IF P=138 THEN PRINT CHR$(125
):PRINT "TURN PRINTER ON & STANDBY":FOR E=1
TO 1200:NEXT E:GOTO 30
940 GOTO 40

```

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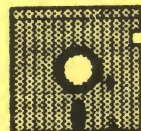
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